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1 [Testing levels for object-oriented software](#)



Y. Labiche, P. Thévenod-Fosse, H. Waeselynck, M.-H. Durand

 June 2000 **Proceedings of the 22nd international conference on Software engineering**

Publisher: ACM Press

Full text available: pdf(163.29 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

One of the characteristics of object-oriented software is the complex dependency that may exist between classes due to inheritance, association and aggregation relationships. Hence, where to start testing and how to define an integration strategy are issues that require further investigation. This paper presents an approach to define a test order by exploiting a model produced during design stages (e.g., using OMT, UML), namely the class diagram. Our goal is to minimize the number of stubs ...

Keywords: abstract classes, integration strategy, object-oriented software, polymorphism, test order, tool

2 [TOBAC: a test case browser for testing object-oriented software](#)



Ernst Siepmann, A. Richard Newton

 August 1994 **Proceedings of the 1994 ACM SIGSOFT international symposium on Software testing and analysis**

Publisher: ACM Press

Full text available: pdf(1.55 MB)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Efficiently instantiating view-objects from remote relational databases](#)

Byung Suk Lee, Gio Wiederhold

 July 1994 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 3 Issue 3

Publisher: Springer-Verlag New York, Inc.

Full text available: pdf(1.72 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#)

View-objects are complex objects that are instantiated by delivering a query to a database and converting the query result into a nested structure. In relational databases, query results are conventionally retrieved as a single flat relation, which contains duplicate subtuples in its composite tuples. These duplicate subtuples increase the


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1 [Design of the Mneme persistent object store](#)



J. Eliot B. Moss

 April 1990 **ACM Transactions on Information Systems (TOIS)**, Volume 8 Issue 2

Publisher: ACM Press

 Full text available: [pdf\(3.22 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Mneme project is an investigation of techniques for integrating programming language and database features to provide better support for cooperative, information-intensive tasks such as computer-aided software engineering. The project strategy is to implement efficient, distributed, persistent programming languages. We report here on the Mneme persistent object store, a fundamental component of the project, discussing its design and initial prototype. Mneme stores objects

2 [Garbage collection for a client-server persistent object store](#)



Laurent Amsaleg, Michael J. Franklin, Olivier Gruber

 August 1999 **ACM Transactions on Computer Systems (TOCS)**, Volume 17 Issue 3

Publisher: ACM Press

 Full text available: [pdf\(267.18 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

We describe an efficient server-based algorithm for garbage collecting persistent object stores in a client-server environment. The algorithm is incremental and runs concurrently with client transactions. Unlike previous algorithms, it does not hold any transactional locks on data and does not require callbacks to clients. It is fault-tolerant, but performs very little logging. The algorithm has been designed to be integrated into existing systems, and therefore it works with standard i ...

Keywords: client-server system, logging, persistent object-store, recovery

3 [TOBAC: a test case browser for testing object-oriented software](#)



Ernst Siepmann, A. Richard Newton

 August 1994 **Proceedings of the 1994 ACM SIGSOFT international symposium on Software testing and analysis**

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